

1. A system for selecting a fabric master comprising:
  - a candidate master having a memory element;
  - said memory element storing a path identifier comprising an EUI and an ownership indicia;
  - a first delay indicia associated with said candidate master representing an announce delay;
  - a second delay indicia associated with said candidate master representing an announce duration;
2. A method for selecting a fabric master by a candidate master comprising:
  - waiting for at least a first delay indicia representing an announce delay;
  - performing a first test of an ownership indicia;
  - performing a second test using said candidate master's EUI against said candidate master's NEUI; and
  - sending an announce packet if results of first test indicates that said candidate master has not yet surrendered mastership and if results of said second test indicates that said candidate master's has not received an announcement from a second candidate master with a higher priority.
3. A method for selecting a fabric master according to claim 2 further comprising:
  - waiting for at least a second delay indicia representing an announce duration;
  - performing a third test using said candidate master's EUI against said candidate master's NEUI; and

sending an own packet if said third test indicates that said candidate master's has not received an announcement from a second candidate master with a higher priority.

4. A method for selecting a fabric master by a candidate master comprising:  
receiving an announce packet;  
comparing candidate master's EUI with said announce packet's EUI;  
updating candidate master's EUI with announce packet's EUI in the event of  
predetermined conditions, otherwise discarding said announce packet;  
propagating said announce packet.
5. A method of claim 4 wherein said predetermined conditions include comparing candidate master's bit count with announced packet's bit count.
6. A method of claim 4 wherein said predetermined conditions include comparing candidate master's turn pool with announced packet's turn pool.
7. A method for selecting a fabric master by a candidate master comprising:  
receiving an own packet;  
comparing candidate master's EUI with said own packet's EUI;  
updating candidate master's EUI with own packet's EUI in the event of predetermined  
conditions, otherwise discarding said own packet;  
propagating said own packet.
8. A method of claim 4 wherein said predetermined conditions include comparing candidate master's bit count with own packet's bit count.

9. A method of claim 4 wherein said predetermined conditions include comparing candidate master's turn pool with own packet's turn pool.